AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. .(Currently Amended) A computer-implemented method for managing risk related to the Gaming Industry, the method comprising:

indicating in a computer system that a risk subject is a Gaming Industry entity according to the entity's status comprising at least one of: a provider of gambling activities; a gambling facility; a gambling facility operator; an employee of a gambling facility operator; and a provider of services outsourced from a gambling facility operator;

receiving into the computer system data descriptive of <u>Gaming Industry related</u> informational artifacts with content related to at least one of: reputational risk, legal risk, regulatory risk; and risk related to monetary costs to defend an adverse position ~~and generally related to the Gaming Industry~~;

receiving data into the computer system data descriptive of a Financial Transaction wherein the data received comprises identification data for at least one Gaming Industry entity associated with the Financial Transaction;

associating at least one informational artifact related to <u>the at least one Gaming Industry entity associated with the Financial Transaction and </u>at least one of: reputational risk, legal risk, regulatory risk; and risk related to monetary costs to defend an adverse position with the at least one Gaming Industry entity associated with the Financial Transaction; ~~and~~

<u>generating a risk quotient comprising a quantitative value of an amount of Gaming Industry related Risk, wherein calculating the risk quotient criteria comprises a value determined by the steps of:</u>

associating a numerical weight with each of a plurality of risk variables;

associating one or more of the risk variables with the data descriptive of details of a Financial Transaction;

determining a numerical value based upon the content of the data descriptive of details of a Financial Transaction associated with the one or more risk variables; and

multiplying the numerical value based upon the content by the numerical weight associated with each of the risk variables associated with the data descriptive of details of a Financial Transaction; and

generating a report comprising data descriptive of the informational artifacts associated with the at least one Gaming Industry entity associated with the Financial Transaction.

2. (Original)   The method of claim 1 wherein the Financial Transaction comprises a financial investment in at least one of: a gambling facility and a gambling facility operator.

3.(Cancel)

4. (Original)   The method of claim 3 wherein the risk quotient comprises an indication of a cost to defend an adverse position.

5. (Original)   The method of claim 3 wherein the risk quotient comprises an indication an amount of reputational risk.

6. (Original)   The method of claim 3 wherein the risk quotient comprises an indication of an amount of regulatory risk.

7. (Original)   The method of claim 3 wherein the risk quotient comprises an indication of an amount of legal risk.

8. (Original)   The method of claim 3 wherein the risk quotient comprises an indication of an amount of risk associated with monetary costs related to potential fines.

9. (Original)   The method of claim 1 wherein the data descriptive of informational artifacts comprises data descriptive of one or more world events which is received via a news feed.

10. (Original)   The method of claim 1 wherein the data descriptive of informational artifacts comprises at least one government advisory.

11.(Cancel)

12. (Original)   The method of claim 1 additionally comprising the steps of presenting the report as evidence of due diligence to at least one of: a regulatory body, a shareholder and a news media.

13. (Original)   The method of claim 3 additionally comprising the step of generating a suggested action based upon the risk quotient and at least some of the structured data referenced to calculate the risk quotient.

14. (Original)   The method of claim 1 wherein the data descriptive of informational artifacts comprises data descriptive of a person employed by a Gaming Industry entity.

15. (Original)   The method of claim 1 wherein the data descriptive of informational artifacts comprises data descriptive of at least a portion of one or more of: a federal or state statute a federal or state regulation, the Federal Register, instances of

political corruption; a license to permit gambling; a link to organized crime; a money laundering activity; an action taken by a State Gaming Commission; and an action taken by the Judiciary Committee.

16. (Original)   The method of claim 1 wherein the data descriptive of informational artifacts comprises data descriptive of at least a portion of one or more of: an action taken by the House Government Reform Committee, an action taken by the Senate Governmental Affairs Committee, an action taken by the Senate Select Indian Affairs Committee; an action taken by the U.S. Treasury; and an action taken by the General Accounting Office.

17. (Original)   The method of claim 1 wherein transmitting the report is conditioned upon receipt of a contractual obligation not to use contents of the report for any purpose covered by the Fair Credit Reporting Act.

18. (Original)   The method of claim 1 wherein the report comprises a record of conviction of an employee or owner of a Gaming Industry facility.

19. (Original)   The method of claim 1 wherein the report comprises data descriptive of at least one of: fines levied against a Gaming Industry facility and complaints filed against the facility.

20. (Original)   The method of claim 1 wherein the report comprises one or more sources of the data descriptive of informational artifacts.

21. (Original)   The method of claim 20 wherein the source comprises an investigation firm.

22. (Original)   The method of claim 1 additionally comprising the step of transmitting an image of a document comprising data associated with the Financial Transaction.

23. (Original)   The method of claim 1 wherein report does not comprise any content created or developed by a provider of the system implementing the method for managing risk associated with the Gaming Industry.

24. (Original)   The method of claim 1 additionally comprises the steps of: receiving a request for an alert; monitoring the data descriptive of informational artifacts; and transmitting a notification of new information received associated with a particular Gaming Industry risk subject.

25. (Original)   The method of claim 1 wherein the data descriptive of informational artifacts is received into a risk management clearinghouse.

26. (Original)   The method of claim 1 wherein the data descriptive of details of a Financial Transaction is received by a proprietary risk management system.

27. (Original)   The method of claim 1 wherein at least one of: the data descriptive of informational artifacts and the data descriptive of details of a Financial Transaction; comprise data provided by a Gaming Industry facility provider.

28. (Original)   The method of claim 1 additionally comprising the step of enhancing the data descriptive of informational artifacts.

29. (Original)   The method of claim 28 wherein enhancing the data comprises scrubbing the data to incorporate changes in the spelling of words comprising the data descriptive of informational artifacts as compared to the data descriptive of details of a Financial Transaction.

30. (Original)   The method of claim 1 additionally comprising the step of augmenting at least one of: the data descriptive of informational artifacts and the data descriptive of details of a Financial Transaction; via data mining.

31. (Original)　　　The method of claim 3 wherein structuring the data descriptive of informational artifacts and the data relating details of the Financial Transaction according to risk quotient criteria comprises processes based upon Boolean logic.

32. (Original)　　　The method of claim 3 wherein structuring the data descriptive of informational artifacts and the data relating details of the Financial Transaction according to risk quotient criteria comprises relevance ranking.

33. (Currently Amended)　 A computerized system for managing risk associated with the Gaming Industry, the system comprising:

a computer server accessible with a system access device via a communications network; and

executable software stored on the server and executable on demand, the software operative with the server to cause the system to:

indicate in a computer system that a risk subject is a Gaming Industry entity according to the entity's status comprising at least one of: a provider of gambling activities; a gambling facility; a gambling facility operator; an employee of a gambling facility operator; and a provider of services outsourced from a gambling facility operator;

receive into the computer system data descriptive of <u>Gaming Industry related</u> informational artifacts with content related to at least one of: reputational risk, legal risk, regulatory risk; and risk related to monetary costs to defend an adverse position ~~and generally related to the Gaming Industry~~;

receive data into the computer system data descriptive of a Financial Transaction wherein the data received comprises identification data for at least one Gaming Industry entity associated with the Financial Transaction;

associate at least one informational artifact related to at least one of: reputational risk, legal risk, regulatory risk; and risk related to monetary costs to defend an adverse position with the at least one Gaming Industry entity associated with the Financial Transaction; ~~and~~

generate a risk quotient comprising a quantitative value of an amount of Gaming Industry related Risk, wherein calculating the risk quotient criteria comprises a value determined by the steps of:

associating a numerical weight with each of a plurality of risk variables;

associating one or more of the risk variables with the data descriptive of details of a Financial Transaction;

determining a numerical value based upon the content of the data descriptive of details of a Financial Transaction associated with the one or more risk variables; and

multiplying the numerical value based upon the content by the numerical weight associated with each of the risk variables associated with the data descriptive of details of a Financial Transaction; and

generate a report comprising data descriptive of the informational artifacts associated with the at least one Gaming Industry entity associated with the Financial Transaction.

34.(Currently Amended)   Computer executable program code residing on a computer-readable medium, the program code comprising instructions for causing the computer to:

receive into the computer system data descriptive of Gaming Industry related informational artifacts with content related to at least one of: reputational risk, legal risk,

regulatory risk; and risk related to monetary costs to defend an adverse position and generally related to the Gaming Industry;

receive data into the computer system data descriptive of a Financial Transaction wherein the data received comprises identification data for at least one Gaming Industry entity associated with the Financial Transaction;

associate at least one informational artifact related to at least one of: reputational risk, legal risk, regulatory risk; and risk related to monetary costs to defend an adverse position with the at least one Gaming Industry entity associated with the Financial Transaction; and generate a report comprising data descriptive of the informational artifacts associated with the at least one Gaming Industry entity associated with the Financial Transaction; and

generate a risk quotient comprising a quantitative value of an amount of Gaming Industry related Risk, wherein calculating the risk quotient criteria comprises a value determined by the steps of:

associating a numerical weight with each of a plurality of risk variables;

associating one or more of the risk variables with the data descriptive of details of a Financial Transaction;

determining a numerical value based upon the content of the data descriptive of details of a Financial Transaction associated with the one or more risk variables; and

multiplying the numerical value based upon the content by the numerical weight associated with each of the risk variables associated with the data descriptive of details of a Financial Transaction;.